Rochelle Tri

UX/UI Designer + Interactive Arts and Technology student

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Experience

City of Surrey — Education Designer Co-op

01.2023 - 04.2023

Designed and developed interactive eLearning content for Surrey's *Learning Management System*, specifically emergency training modules for the Fire department.

Worked cross-departmentally to ensure stakeholders' requirements are met.

Constructed job aids and a variety of other print-based and digital educational materials.

Nokia Canada Inc. — UX Designer Co-op

09.2021 - 12.2021

Researched, wrote content, and designed high-fidelity mockups for the *Guidelines* and *Patterns* pages of Nokia's component design system.

Updated existing *Guideline* pages by adding new relevant content and applications that reflected Nokia's branding.

Envisioned and prototyped a dialog modal that would catch and alert potential issues on the component design system.

Projects

Journey Journals — Mobile App Developer

10.2023 - 12.2023 / Academic Group Project

Programmed and designed an outdoor health and fitness app using Java on *Android Studio* while collaborating with my partner through *Github*.

Developed and updated the SQLite database and RecyclerView (display large sets of data).

Gained a stronger sense of creative and efficient problem-solving through de-bugging numerous issues and coordinating tasks with my partner.

Fluffy Cà Phê — UX/UX Designer + Developer

06.2021 - 07.2022 / Academic Group Project

Built an interactive and responsive website for a made up brand using HTML, CSS, and JS while collaborating with my partner through *Github*.

Sketched and wireframed mobile and desktop pages for the website using *Figma*. Directed most decisions on creating the styleguide.

Led the art direction and improved the quality of the UX design for the site throughout the process.

Skills

Interaction Design / Content Strategy / User Research / E-Learning / Front-End Web Development / Illustration

Figma / Sketch / Marvel / Adobe Suite / Articulate 360 / Android Studio / Github

HTML,CSS / Java

Education

Simon Fraser University

Interactive Arts & Technology, BSc.

07.2020 - Present / Expected Grad: 04.2025

Berlin: School for the Contemporary Arts Field School

05.2023 - 0.7.2023

Recognitions

Simon Fraser University

Undergraduate Scholars Entrance Scholarship with Distinction

09.2019 - Present

Dean's Honour Roll

01.2022 - 04.2022 (3.92 Term GPA)
09.2022 - 12.2022 (3.67 Term GPA)
05.2023 - 08.2023 (3.74 Term GPA)
09.2023 - 12.2023 (3.89 Term GPA)

Interests

Drawing + Painting / Movies / Science-Fiction / Environmentalism